SPECIFICATION

Replacement paragraphs are herein provided.

[0032] The distribution section **20** is composed of request handling means **22** that receives game requests from gaming apparatus **14**, that requests a draw result and a game card according to said request, and that provides card and draw information to the requesting gaming apparatus and to the end-of-game evaluation means **24**. The distribution section **20** is also composed of said end-of-game evaluation means **24**, which compares draw information with game card information to identify fulfillment of an end-of-game criterion. Upon positive evaluation of said criterion, said end-of-game means **24** signals the end of the game to the draw communication means **38** ~~draw communication means 38~~, the draw communication means **38** prevents the current draw to be associated with any new game card. An archiving means (not shown) can record any information provided by the system to eventually produce audits of the system. This archiving means ~~archiving module~~ may, for instance, record time, destination, values, and any other valuable information related to the play of the game. Afterwards, depending on the needs, this information may be stored on a permanent medium, such a CD-Rom.

[0038] Now referring to Figure **6**, when the end-of-game evaluation means **24** receives a card and a draw (at step **90**), it compares them in regard to an end-of-game criterion (at step **92**). If the comparison corresponds to an end-of-game criterion, the end-of-game evaluation means **24** orders, at step **94**, the draw section **30** to prevent any new use of said draw and to generate a new draw for the corresponding game title, thus initiating a new game of said game title.

[0041] If the evaluated game card fulfills the end-of-game criterion, the player is designated the winner. Accordingly, the gaming apparatus **14** sends a signal to the game distribution system **10**, which ends the game by preventing a new association of a game card with the current draw. However, until the player receiving a card bearing the end-of-game criterion evaluates his card, therefore the player's gaming apparatus signaling ~~signal~~ the win, the system stays in an idle mode, preventing the distribution of new cards. If the player does not evaluate his card within the

predetermined delay, the played is declared being "slept on" the game, and the system resumes distributing cards.